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NUMBER 116

9 • 13 • 89

COMIC SHOP NEWS

From

A-1 COMICS
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A Comics Specialty Outlet

Gladstone's Disney Departure Delayed

"Nothing seems to be as certain as change," Gladstone's publisher Bruce Hamilton said to ***CSN*** recently. "...Disney has asked us to continue our comics through the issues shipping in January/early February 1990. Our album schedule will continue unabated through March.

"So the changes. We've still going to be publishing the eight oversize issues and the Christmas giant, but we've going to divide them up and put them out over a two-month period rather than release them all at once. "Most of the contents will remain the same, but there have been some changes. These were made because there will be another set of eight final double-size issues shipping in December and January.

"Disney's new schedule calls for their titles to begin most likely around April 1. I'm not anticipating any more changes, since everything seems to be settling in."

The new schedule has four Disney titles plus the special ***Walt Disney's Christmas Parade #2*** to ship in October. ***Mickey Mouse #255, Walt Disney's Comics & Stories #546,*** and ***Uncle Scrooge #541*** will contain the stories already announced. ***Donald Duck Adventures #19***, however, will feature Dutch artist Ben Verhagen's story "In the Footsteps of Jules Verne," a 39-page epic about a race around the world in 80 days using only transportation that was available during Verne's time. The two albums, ***Disney Album #23: Donald Duck's Trick or Treat*** and ***Giant Album Special #2: Uncle Scrooge and Donald Duck in The Sunken City,*** will both remain on the October schedule.

November will see the release of ***Disney Album #24: Uncle Scrooge***, featuring "A Cold Bargain" and "All at Sea," two Carl Barks adventures in a $5.95 48-page graphic album. ***Disney Giant Album Special #3: Mickey Mouse*** will feature "The Bar-None Ranch," a complete **Floyd Gottfredson** adventure from 1941 in a 72-page $8.95 graphic album. ***Mickey and Donald #17, Duck Tales #12, and Uncle Scrooge Adventures #20*** will now be released in November, but will contain the same contents that ***CSN*** had announced for those issues when they were first scheduled for October release. ***Donald Duck #278*** has had a contents change, however; it will still feature Barks' "Land of the Totem Poles," but it will *not* feature the announced new ten-pager by Don Rosa; instead, kit will feature another Barks reprint, "Mystery of the Lochs," and a story by the Danes, "Peril at Red Rock Ranch." Don't worry, though; the Rosa story will be appearing in the next set of double-sized issues from Gladstone. (And yes, these "double-sized issues" are really double-sized; too many publishers use the phrase "double-sized" to describe 48-page books which are really only one and a half times the normal size). Upcoming Disney Graphic Albums include ***Donald Duck in "Christmas For Shacktown"*** (Disney Album #25, $5.95); ***Mickey and Donald and the Seven Ghosts*** (#26, $9.95); ***Donald Duck*** (#27, $9.95); and ***Uncle Scrooge in "Tralla La"*** (#28, $9.95). Upcoming Giant Album Specials include ***Uncle Scrooge Versus Flintheart Glomgold*** (Giant Album #4, $11.95); ***Donald Duck Adventures featuring "The Gilded Man"*** (#5, $9.95); ***Uncle Scrooge Versus Magica De Spell*** (#6, $9.95); and ***Mickey Mouse in "Monarch of Medioka"*** (#7, $12.95). Gladstone adds that this schedule is tentative and subject to change; ***CSN*** will keep you updated of any alterations.

by CLIFF BIGGERS

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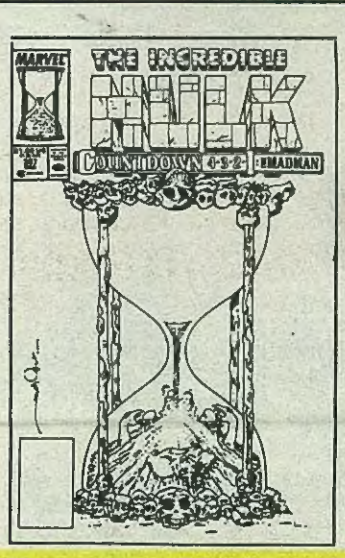
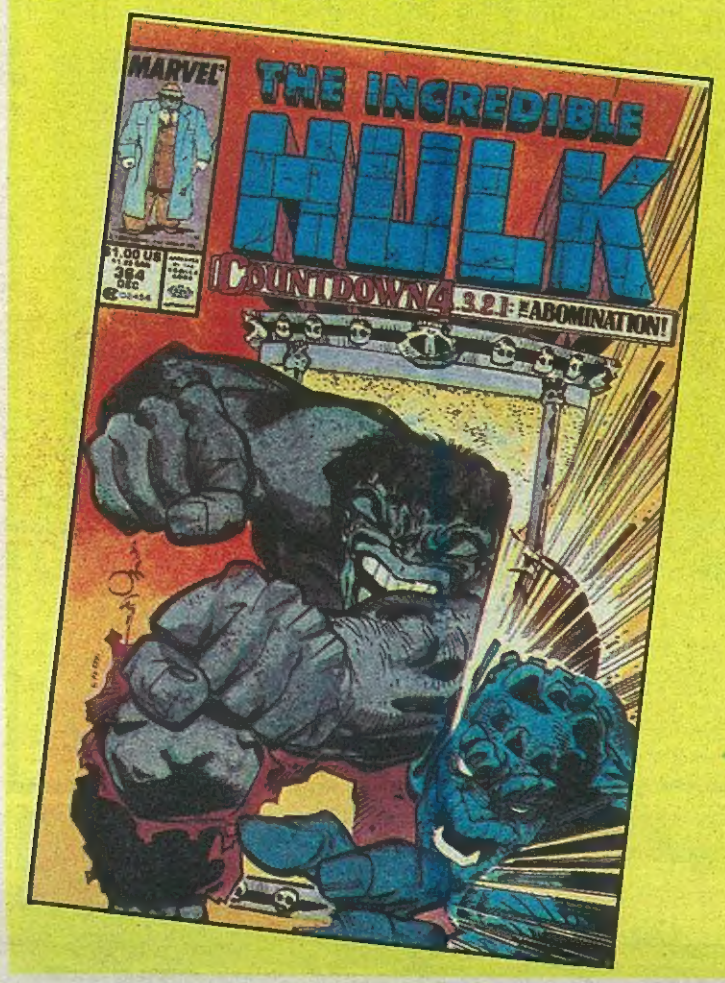
COMIC SHOP NEWS™

FROM A COMICS SPECIALTY OUTLET



Countdown For the Hulk

Remember the film ***D.O.A.***--either the original film of the more recent remake? It's the story of a man who discovers that he has been fatally poisoned and is soon to die; before he dies, however, he hopes to find the poisoner and mete justice--or revenge--upon him.



In ***Incredible Hulk #364-367,*** Bruce Banner faces his own version of ***D.O.A.*** Banner has been poisoned--and the only person who can save him is the Hulk, who has until daybreak to track down his own worst enemy--or die.

Each issue of this limited series-within-a-series will feature a different foe of the Hulk; the first issue will bring the Hulk face-to-face against the Abomination once again, while the second issue will feature the Thing (but not exactly the Thing you're expecting). And of course, there's the new villain that writer Peter David is throwing into the mix...

Series artists Jeff Purves and Marie Severin will illustrate all four parts of this storyline. They will be joined by cover artist Walt Simonson, who will be doing the cover art for every issue of the series.

The Incredible Hulk has become a popular feature in the past few years due to the talents of writer Peter David, who has revitalized the book, and a series of popular artists that began with Todd McFarlane and led to current artist Jeff Purves. ***The Incredible Hulk*** has gained a tremendous number of new readers in the past several months--but this new "Countdown" series is sure to attract even more fans who aren't aware that the current Hulk is a very different being indeed from the Hulk they may remember from a few years back.

by ALEX KIRKLAND

The Green Hornet #2 continues the detailed history of the Hornet by Ron Fortier and Jeff Butler. This issue brings Green Hornet fans into the 1960's as it takes a look at the popular ***Green Hornet*** of the television series, featuring the Bruce Lee Kato. The issue features a flashback drawn in in a sixties comic-book style. With this issue, ***Green Hornet*** reverts to its standard 32-page $1.75 format--in case you missed out on ***Green Hornet #1,*** it was an extra-length 48-page $2.95 issue.

Green Hornet #2 features a cover by ace artist Dave Dorman, whose cover for ***The Greatest Batman Stories Ever Told*** hardcover was such an eye-catcher that ***CSN*** is constantly hearing from fans who want to know if there's going to be a poster or art-print of that painting... ***The Green Hornet*** cover is an equally eye-catching painting from this phenomenal artist--and thanks to some help from Now Comics' Tony Caputo, we can give you a sneak peek at it here. You should be seeing it on the stands any day now--latch on to a copy! Incidentally, Dave Dorman will also be doing the cover to ***Green Hornet #7***--maybe we can offer you an early look at that one in the next few months...

by Alex Kirkland

NEWSBRIEFS

KANE DRAWS RINGS AROUND WAGNER

DC Comics has enjoyed considerable success with their Prestige Format books. DC's next series will be an adaptation of Richard Wagner's classic four-opera cycle, ***The Ring of Nibelung*** by Roy Thomas and Gil Kane. The four-issue series is, in DC's words, "Sword and Sorcery in an epic story of life, death, love and betrayal." The series tells of gods and the beginning of the world.

Thomas is well known for his heroic fantasy comics, Conan in particular, and as the co-scripter of the *Conan* movie. Gil Kane has been a leading comics professional for over three decades, having worked on dozens of titles for every major company. His work has influenced a generation of comics professionals including Frank Miller.

The dramatic nature of opera has been the subject of a number of adaptations of famous operas by P. Craig Russel for Eclipse. The latest being of Mozart's ***The Magic Flute.***

The first issue of ***The Ring*** ships November 21st. The 48-page Prestige Format comic will be priced at $4.95.

SEVEN UP FOR CRITICAL MASS

Critical Mass, the upcoming Epic limited series that will feature all the heroes who starred in Epic's Shadowline Saga books, now has a format and a duration. ***Critical Mass*** will run for seven issues; each issue will feature 64 pages in bookshelf format for $4.95. Doctor Zero, Power Line, and St. George will face a common threat in this series, which had originally been announced as a multi-book crossover series before the individual Shadowline Saga titles were cancelled.

OMAHA CONTINUES IN BOOK FORMAT

Kitchen Sink seems to have established a once-a-year frequency for its ***Collected Omaha*** volumes; the third collection in as many years is due in comic shops in November, and it will reprint ***Omaha #7-10*** along with a new eight-page story by **Worley and Waller** explaining how Omaha got her name.

Omaha, a book intended for adult readers, is, according to publisher **Denis Kitchen**, intended for "a part of the public often neglected by comics: adult men and women... The humanistic, literate scripts written by **Kate Worley** are beautifully rendered by **Reed Waller**, which is certainly part of the appeal of the book. Readers expect intelligent stories and great art in Omaha, and they get just that."

The Collected Omaha Volume Three will be published in hardcover and softcover editions, just as the first two volumes were. The softcover trade paperback will cost $14.95; the signed and numbered hardcover will be priced at $27.95. The hardcover will come with a tip-in plate drawn by Waller and signed by both Waller and Worley.

As with any signed and limited edition volumes of this sort, you should let your local comic shop know that you want a copy of this volume--and tell them that you read about it in ***CSN***!

BLACKTHORNE ADDS QUARTET OF PRESTIGE-FORMAT REPRINTS

More and more publishers are collecting some of their better early publications in prestige-format comics and graphic novels, and Blackthorne Comics is no exception. This October, Blackthorne will gather four of its earlier series into comic-sized prestige format anthologies for those who might have missed them the first time--or those who want more durable copies for their bookshelves.

Nervous Rex reprints the first two issues of this humorous series about a tyrannosaurus who's not quite up to being king of the dinosaurs. The 48-page black-and-white prestige-format book will be priced at $3.50. The series is written and illustrated by **William Van Horn**, who is currently very popular with Disney fans for his work in Gladstone's Disney books.

Revolving Doors is a magical adventure that takes Steppen Jones into a fantasy world known as Overland. The two issues of this series will be collected into a 56-page prestige-format volume priced at $3.95. ***Street Wolf*** is a grim heroic adventure starring Nathan Blackhorse, who is hunting a knife-wielding maniac and a drug czar. The 88-page volume will contain all three issues of the comic book by **Mark Wayne Harris** and **Dennis Francis**, and is priced at $6.95.

Crow of the Bear Clan gathers the first three issues of this series into a 72-page $5.95 book. This is an anthropomorphic fantasy adventure by **Edward A. Luena** and **Keen Hooper**, starring a teddy-bear-like fantasy hero who comes face to face with a reptilian regime.

LOCKE DOESN'T WANT DEADWORLD FANS TO GET STIFFED

Vince Locke, popular creator of the ***Deadworld*** series, took a few minutes to let ***CSN*** know about a problem that has arisen concerning the recent ***Deadworld*** trade paperback. The book you've probably seen in your local comic book shop, published by Caliber Press, is the *legitimate* ***Deadworld*** trade paperback; this book was done with the full cooperation of **Vince Locke**, and is a quality reprinting of the early issues. Some ads have popped up in some places for another edition of ***Deadworld,*** however; these ads tout their trade paperback as the limited first collection. Locke tells ***CSN*** that the "limited" first collection has errors in the book and is being sold without his cooperation because he was never paid any reprint rights for the book. He advises all ***CSN*** readers to stick with the legitimate book available in your local comic book.

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DEAD AIR COMES TO LIFE AT SLAVE LABOR

Dead Air, previously announced as a Renegade Comics project, has found a new home following the demise of its original publisher. Slave Labor will bring ***Dead Air*** to life in October in a 104-page graphic album bargain-priced at $4.95.

Dead Air, written and illustrated by **M. Dalton Allred,** is the story of Calvin Lennox, a man who finds himself trapped in a Twilight-Zone-like-situation: his family is missing and his town is strangely cut off from the outside world.

Rumors are running rampant, and everyone is murmuring about "nuclear war," but no one really knows what's happened outside Roseburg Oregon--or if there is anything left outside Roseburg!

OPEN SEASON SET TO OPEN SEASON ON STAGE

Open Season, the **Jim Bricker** comic formerly published by Renegade, is moving into new territories later this year when it becomes a stage play.

The series, which focuses on the relationship between three roommates and their various friends and lovers. **Jim Bricker** is writing the stage adaptation of the comic. "I think the material is ripe for presentation," Bricker said.

"The words in the comics came from people's mouths originally, so why shouldn't it come from there again? This is definitely not something for comic book fanatics only," he continued.

Producing director **Dan Fogel** said, "This is the first straight adaptation of a comic book series to the stage. No singing, no dancing, no camp. We respect our audience's intelligence too much to bastardize what Jim's already established in the comics. It is exciting both artistically and historically."

Open Season is set to premiere in November of this year at the American Zephyr Studios in San Francisco. ***CSN*** will bring your more information about the play as it becomes available.

COMIC SHOP NEWS

1353 Gray Rock Drive
Marietta, GA. 30066
(404) 924-9369

Editors
Cliff Biggers & Ward Batty
Publisher
ParaGraphics

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NEWSBRIEFS

MARVEL COMICS PRESENTS LOTSA WOLVERINE

Wolverine is certainly going to be a busy boy over in the pages of ***Marvel Comics Presents*** in the next few months. Not only is there a **Marv Wolfman/John Buscema** Wolverine serial already in the can and on schedule, but upcoming issues will bring the long-awaited **Peter David-Todd McFarlane** series and the "Weapon-X" series by **Barry Windsor-Smith** featuring unknown information about the origins of Wolverine. In fact, just to hold you over until the book actually appears, here's a sneak peek at some of Windsor-Smith's work on what may well be the most popular ***Marvel Comics Presents*** Feature yet--and it hasn't even been scheduled!

FEIFFER UNLEASHES HIS MUNRO DOCTRINE

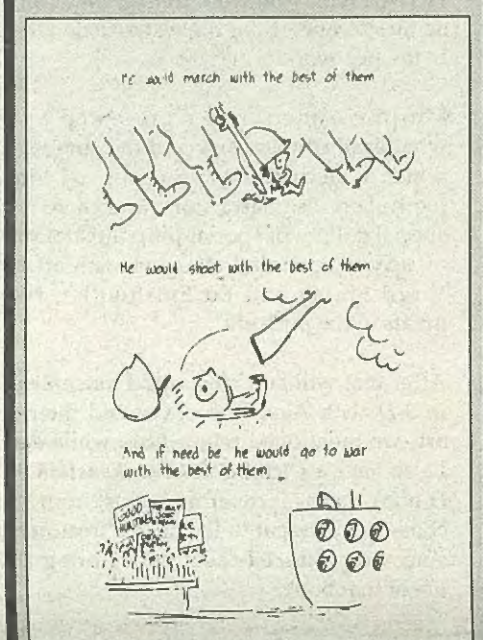
Jules Feiffer began his career working with **Will Eisner**; now he's famous for his ***Village Voice*** weekly strip. But what exactly did he do in between these two periods? That "missing link" in Feiffer's career is the focus of ***The Collected Jules Feiffer Volume 2: Munro.***

Munro, the strip that Feiffer did during these lost years, is Feiffer's satire of the absurdity of militarism and military thinking. The strip is rarely seen, even though it was made into an Academy Award-winning cartoon by Gene Deitch. This volume will present all the Munro strips, all shot from Feiffer's original art.

Also presented in ***Collected Feiffer Volume 2*** are two never-before-published proposals for daily strips: *Professor Doodle*, a man who sets out to prove the Earth is flat; and *Kermit*, the story of a boy genius who runs away from home in search of freedom. The final installments of the *Clifford* strip that appeared in ***Collected Feiffer Volume 1*** will also be included.

Collected Feiffer Volume 2 will contain bonus material as well: **Richard West** presents a biographical introduction about Feiffer, and Feiffer furnishes many never-before-published pages from his own personal files.

The Collected Feiffer Volume 2 will be available in three formats: the standard softcover, featuring a hundred pages of Feiffer material, will retail for $9.95; the standard hardcover will be priced at $35; and the limited edition hardcover signed and numbered by Jules Feiffer will carry a $45 pricetag. All three editions should be available in late September or early October; as with any limited edition, if you want the signed hardcover, be sure to let your local comic shop know as soon as possible--and tell 'em that ***CSN*** sent you!


He would march with the best of them
He would shoot with the best of them
And if need be he would go to war with the best of them

TERMINATOR'S HIATUS NOT TERMINAL

Now Comics has already put the ***Terminator*** on hiatus in his regular comic. In television-land, "hiatus" is a mystical realm from which few shows ever return. In Now Comics-land, though, hiatus is far less permanent. So while ***Terminator*** will go on hiatus as a regular monthly comic in November, its return as a five-issue limited series is only a month further down the line.

The Terminator: The Burning Earth is a new mini-series written by **Ron Fortier** and fully painted by **Alexander Ross.** The series is much closer to the tone of the original Terminator film than the earlier comic book series was; according to Now, the book will be "deeper, darker, moodier, and one hell of a lot more violent!"

The Terminator: The Burning Earth picks up ten years after the last series ended. Skynet has escalated its was with the humans, and is determined to put an end to civilization--a goal it has nearly carried out as the series opens. John Connor from the original series is now a tired old man with little resistance left.

He is near the point of suicide when the struggles of a young man and a young woman remind him of the goodness of humanity that he has defended for all this time; revitalized, Connor renews his struggle with Skynet in a final determined effort. Each issue of the 32-page ***Terminator: The Burning Earth*** series will be priced at $1.75; the first issue should reach comic shops the first week in December.

WOLVERINE FOLLOW-UP AUTHOR NAMED

CSN has already told you about the upcoming **Archie Goodwin/John Byrne/Klaus Janson** six-issue run on ***Wolverine;*** unfortunately, until recently we had no idea who was set to follow that dynamic team on the book.

Now Marvel has announced that **Jo Duffy** will take over as ***Wolverine's*** author once the six-issue series-within-a-series is completed. No art team has been announced--but as soon as Marvel tells us who it is, we'll let you know!

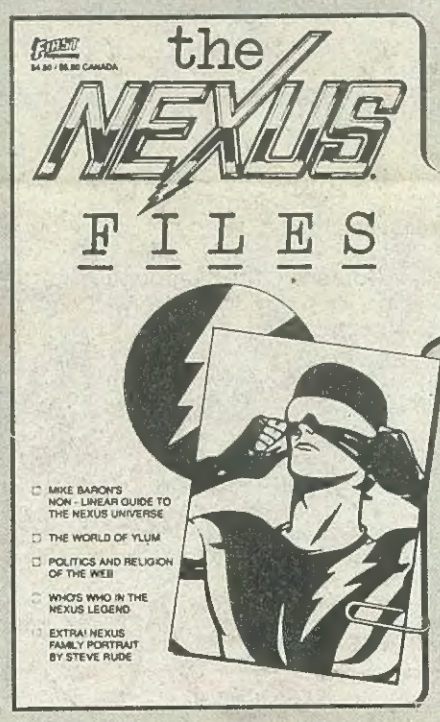
THE FALL OF NEXUS

October will be a very memorable month for ***Nexus*** fans; First Comics has announced the addition of two ***Nexus*** books to the fall line up, in addition to the regularly scheduled issue of the monthly ***Nexus*** title, the ***Nexus Legends*** reprint title, and the already-announced ***Hammer of God*** limited series..

The Nexus Files, a $4.50 48-page prestige format one-shot, is a handy reference guide that no Nexus fan should be without. The book presents everything that any die-hard Nexus fan needs to know about the weaponry, politics, religions, worlds, slang, and other elements that play such a major role in the Nexus Universe. Fans who really get into the Nexus Universe can even memorize the entire Oath of Allegiance to Ylum, presented here for the first time.

This ***Nexus Files*** volume will also reprint in its entirety the 28-page "Baron's Non-Linear Guide to the Nexus Universe"; it will present a full-color portrait painted by **Steve Rude** of the entire Nexus family, including Horatio, Judah Macabee, Stan, Mezz, Dave, Tyrone, and everyone else who plays a major role in the Nexus saga; and it will feature an attractive embossed cover.

The book is being presented in a unique presentation format: ***The Nexus Files*** will contain 32 color pages and 16 black and white pages. Look for it in your local comic shop on October 19th.


the
NEXUS
FILES
MIKE BARON'S NON-LINEAR GUIDE TO THE NEXUS UNIVERSE
THE WORLD OF YLUM
POLITICS AND RELIGION OF THE WEB
WHO'S WHO IN THE NEXUS LEGEND
EXTRA! NEXUS FAMILY PORTRAIT BY STEVE RUDE

A week prior to the release of ***The Nexus Files,*** First will offer the acclaimed limited series ***Next Nexus*** in a single trade paperback volume. This series will collect all four issues of the **Mike Baron/Steve Rude** limited series along with a new **Steve Rude** painted cover. This story provided the set-up for much of what is happening in ***Nexus*** today: it deals with the resignation of Horatio Hellpop as the Merk's supreme executioner. Three girls, the Loomis sisters, end up with the mighty power of the Next Nexus. The 112-page trade paperback will be priced at $9.95.

Meanwhile, in the ***Nexus*** title itself, the tension builds as Stan fights to stop the University of Ylum from coming under "The Shadow of Elvon." Series creator/writer **Mike Baron** is joined by artists **Tony Akins and Tom Baxa** for this issue, which goes on sale October 5th.

On October 19th, ***Nexus Legends #10*** reprints ***Nexus #10*** with a new painted cover by **Steve Rude**. This quartet of Nexus books, along with the already-announced ***Hammer of God*** limited series starring Judah Macabee, makes October quite a ***Nexus*** month indeed!

ADVENTURERS GOES UNDER (DOUBLE) COVER

When ***Adventurers Book III #1*** debuts in October, it will lead off with what has become an ***Adventurers*** tradition: two different covers, one regular and one limited. Back in 1986, Adventurers became famous as the book with the rare "skeleton cover," and prices escalated rapidly for that hard-to-find edition. Now Malibu Graphics, the publishers of Adventure, will be doing the same thing with this latest series.

Mitch Foust will paint the cover for the regular edition; the special limited edition will feature a cover painting by **Iain McCaig**; this cover will not be offered in second printings. ***Adventurers Book III #1***, a $2.25 comic, will mark the writing debut of regular series penciller **Kent Burles.** "The characters are cast adrift on a sea of war, destruction, and death," Burles said. Coron will stride across the world of Anoria (the magical setting of Adventurers) like a colossus." ***Adventurers Book III #1*** will be printed on all white paper with cardstock covers--a step up from the standard format of most black and white comics.

ACTS OF SATIRE

Acts of Vengeance completists will have to add ***What The--?! #6*** to their collection lists. This humor title, scheduled for November 9th release, will feature a **John Byrne and Terry Austin** parody of Acts of Vengeance, "Smacks of Vengeance." This won't be the only spoof in the issue, though; **McLaurin and Hudson** will do the honors on an Alpha Flight parody, while **Hilary Barta and Doug Rice** will present the origin of the Pulverizer. Man Thing and Swamp Thing will get their satire-licks in a parody by **Gillis, Barta, and Rice**, while **Mackie and Blaustein** will take a look at "Strange Haircuts." The whole package will cost you only a buck--and Marvel points out that this is, of course, a "Smacks of Vengeance" core title.

COMICS JOURNAL GOES FOR VIOLENCE

Violence in comics is a controversial topic nowadays; **Dr. Thomas Radecki** seems to be devoting himself to exposing the violence in comics today, and he has made himself a popular doomsayer on television talk shows and news programs. ***Comic Journal #133*** will feature an interview with Radecki, plus an inside look at his National Coalition on TV Violence's newsletter (which Fantagraphics says condemns virtually every superhero comic published, along with Mickey Mouse (?)). ***CJ #133*** will also feature a never-before-published interview with **Fredric Wertham**, whose ***Seduction of the Innocent*** led to the first comics witch-hunt of the 1950's.

CSN SPOTLIGHT

by Cliff Biggers

Ray Zone is responsible for the resurgence of 3-D in comics today. Zone was one of the few people who could do 3-D in comics in the early '80s, so he was very much in-demand with a variety of comics companies who saw 3-D as an interesting gimmick. Zone made it much more than a gimmick, however--and in the process, he started his own publishing company, the 3-D Zone, to publish a monthly line of quality 3-D material. Ray Zone remains a very busy man--as he mentions in the interview, his 3-D work outside the comics field is very demanding indeed--but he took a little time to talk to CSN about his company and his lifelong interest in 3-D.

How did you become interested in 3-D to start with?

I became hooked on 3-D at the age of six when I first saw ***3-D Comics with Mighty Mouse*** in 1953. This was the world's first 3-D comic, and it was produced in 3-D for St. John's publications by Joe Kubert and Norm Maurer. That experience never left me; as an adult, many years later, I made a point of finding that comic, since I'd lost my copy years before.

When I began doing freelance writing in 1981, I wrote articles about 3-D, one of which landed me a job at 3-D Video Corp in North Hollywood in 1982, at a time when they were producing tv programs. I wrote the script for ***Battle for a 3-D World***, which Jack Kirby illustrated; this was the first of the new wave of 3-D comics in the 1980's.

That's how I got my start professionally; after that, I started my own company the 3-D Zone to do conversions for all kinds of clients in different industries from advertising to entertainment. I then converted ***3-D Alien Worlds*** to 3-D for Pacific Comics in 1984; this was the second book in the new wave of 80's 3-D Comics.

After that, I converted a lot of comics to 3-D for Aardvark-Vanaheim, Renegade, Eclipse,Kitchen Sink, Blackthorne, and other publishers, as well as doing a lot of work in different arenas--toy companies and advertising and education have all called on me to do 3-D conversions for them.

In 1987 I started publishing ***3-D Zone***, my own series; I'm still going with that and producing the comics themselves and posters and t-shirts and books . The t-shirt market is the newest 3-D market we've entered, and it's proven to be very popular.

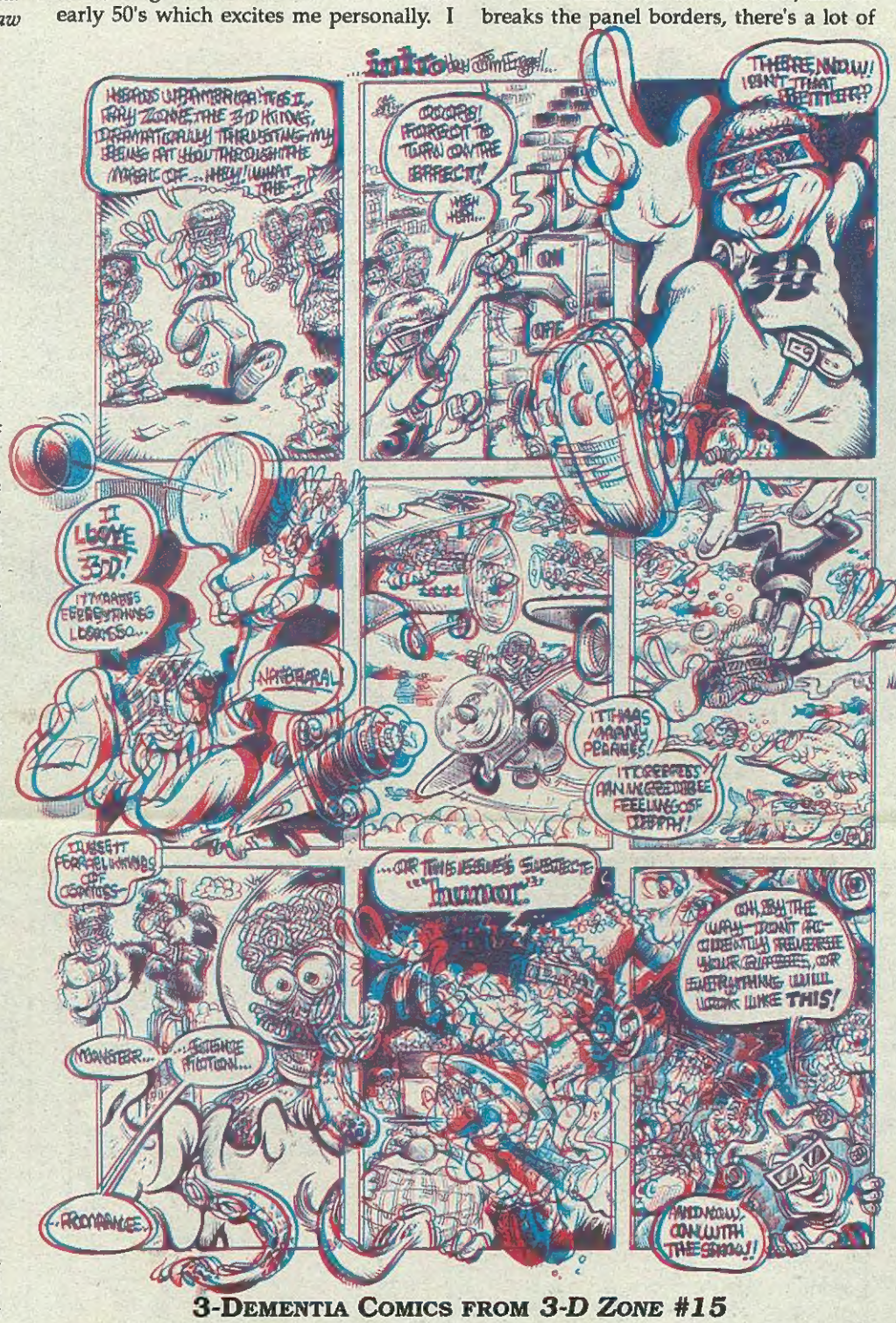
How do you select material for you *3-D Zone* comic?

Most of the material is in the public domain; It's great stuff from the late 40's and early 50's which excites me personally. I look for quality material that will interest a modern audience and will adapt well to 3-D. Other work is produced specifically for the ***3-D Zone*** or I license properties such as ***Krazy Kat***. I also have made arrangements with creators like Sergio Aragones, who produced ***Aragones in 3-D*** for us.

I have about fifteen thousand comics in my personal collection; a lot of those comics are 3-D books or 3-D effects books.

What are 3-D effects books?

These are books that aren't actually converted into 3-D, but they try to use a lot of 3-D-like effects in the artwork; the art breaks the panel borders, there's a lot of foreshortening and perspective work, and so on. I have a subseries in ***The 3-D Zone*** where I take any of a number of 3-D effects books and convert them to 3-D. I've done ***Picturescope Jungle Adventures***, ***Red Mask*** with art by Frank Bolle, and will very shortly be releasing ***Commander Battle and His Atomic Sub***, an ACG Comics. That will be followed by a 3-D book called ***Crime and Punishment*** originally published by Lev Gleason in the "Deep Dimension 3-D Effect." Those were odd books featuring cinemascope-shaped panels on each page. The issue I'm doing had an Alex Toth cover and story.


intro
THERE NOW! ISN'T THAT BETTER??
OOOPS! FORGOT TO TURN ON THE EFFECT!
I LOVE 3-D!
IT MAKES EVERYTHING LOOK SO...
...OR THIS ISSUE'S SUBJECT "humor."
OH, BY THE WAY—DON'T ACCIDENTALLY REVERSE YOUR GLASSES, OR EVERYTHING WILL LOOK LIKE THIS!
MONSTER...
...SCIENCE FICTION...
...ROMANCE...
AND NOW, ON WITH THE SHOW!!

3-DEMENTIA COMICS FROM *3-D ZONE* #15

Aren't you also doing some pre-comics material in 3-D in *The 3-D Zone?*

I guess you could say that. An upcoming 3-D conversion, ***God's Man***, is actually the first graphic novel that I know of in history; it's a book produced in 1929 that is entirely visual and produced with woodcuts by Lind Ward. It is a haunting allegory of a doomed artist; it uses a lot of solid black and is very expressionistic in its imagery. Because it's entirely visual, it's appropriate for ***The 3-D Zone.***

God's Man is converting into 3-D very well. Solid blacks and strong lines work well. Valentino provided me with a copy of the book, and he's really excited that I'm doing it in 3-D. I have established that it is in the public domain, so there are no copyright problems.

You've also managed to entice the legendary L.B. Cole back into comics to do a new cover for *3-D Zone*, haven't you? [That cover is featured on this issue of *Comic Shop News*.]

Yes, I have. L.B. Cole is a personal friend of mine who I met at the San Diego Con in 1981; when I did the ***Picture Scope Jungle Adventures*** a couple of years ago, it featured an LB Cole cover. I sent him a royalty check for that cover, and he was very pleased by that. so he offered to do some work for me in the future. The cover was public domain, you see, but I wanted to pay him out of good will and respect for the work he's done.

Will he be doing any more work for *3-D Zone?*

I hope so, but I'm not sure. He's very busy publishing and doing paintings for an anatomical text in full color; it's a little known fact in the comics world that after he dropped out in 1954, he produced a lot of wonderful paintings for ***Rod & Gun*** magazine, some stunning wildlife scenes. Over the years, he's produced over five hundred paperback book covers. This is in addition to his over fifteen hundred comic book covers in the Golden Age. At one time in the early 50's, when he was packaging all the books for Star Publications, he produced three covers a day, in addition to the color separations! I'm excited and thrilled by his return to comics.

What else is on line for *The 3-D Zone?*

Robot Love 3-D includes sexy women in outer space with great stories by Wally Wood, Murphy Anderson, Everett Raymond Kintsler--who is now our official Presidential Portrait Painter. Here's a man who went from sf and crime comics to one of the highest artistic posts in the free world!

Murphy Anderson is represented by a wonderful comics story and the cover art, which is derived from a cover by him. Joe Kubert also has a story, and there is a special gallery of special pulp illustrations of sexy women and sf action with art by Virgil Finlay and Ed Emshwiller, two greats in the pulp era.

After that will be ***Crime and Punishment in 3-D*** with Alex Toth cover and interior art--we mentioned that a little while ago. I also have a Dick Briefer ***Frankenstein 3-D*** book that will cover both eras, from the comedy treatment to the horror treatment, since he produced them both during the life of that book.

Into the Third Dimension with RAY ZONE!

RAY "3-D" ZONE

One project that isn't firm yet has me very excited; I'm working on an original Ditko project now, trying to put the deal together. Until we finalize everything, I can't really say any more about it, though.

Have you had any contact with the majors, Marvel or DC, about 3-D books?

At this point, don't have anything in the works with anyone in 3-D, but during the anniversary of Superman,, John Byrne put together a new issue of *Superman* strictly for an anniversary 3-D edition. Unfortunately, that project died; I really regret not having had the opportunity to do Superman in 3-D. I think DC or somebody missed a great shot by not bringing out a reprint of the ***Batman 3-D*** book or a new Batman 3-D project.

Do you think 3-D is more than a fad in comics?

Oh, yes. 3-D is appealing to a wide range of people. I have fans who collect 3-D, who collect all of the comics I do, who are psychiatrists, physicists, medical doctors, and just plain folks–adolescents, women and men. There's a wide range of people and a wide variety of ages. These are the hardcore 3-D collectors. 3-D collectors are as devoted to their pursuits as the most avid comics collectors--it's just that a wide range of 3-D material is hard to find, so they're used to searching out their interests.

Aren't you doing a 3-D war book with photographs as well?

Yes, I have actually found 3-D photos of Hitler and the Third Reich; there are a great many 3-D photos shot during World War One, and I'll be using them in the book. Photographs from World War Two are harder to find, but we've located some. I recently got in touch with Chester Burger, who has some of the only 3-D photos in existence of atomic blasts. We'll be using some of his photos in the book as well. Like the *3-D Presidents* book, this book has crossover potential in to the military collectibles and the educational arena. The *3-D Presidents* has been on sale at gift shops near the Washington Monument; I think we can expect the same historical interest in the *3-D War* collection. It will have great potential in a number of markets.

Why are there more 3-D photos from World War One than there are from World War Two?

The Golden Age of 3-D was the late 19th and early 20th century. No one had radios or tv, but almost *everyone* had stereopticans. They looked at photos of scenes of exotic locales and disasters as well as comics and cartoons. There's a good supply of 3-D material from this era--but there's a collectors' subculture that's buying up this material as rapidly as it can be found.

Zonevision: Ray "3-D" Zone

What about new trends in 3-D--holography and such? Will you be able to utilize that in *The 3-D Zone?*

I *can't* be the first to put a hologram on the cover of a comic [Ward Batty, one of *CSN*'s editors, released the world's first comic with a 3-D hologram on the cover of *Boffo Laffs #1* three years ago], but holograms getting closer to being a real possibility for actual production as a part of the comic. The embossed hologram is produced by a form of printing technology rather than laser technology, so we may be able to actual produce custom 3-D holograms for comics--but it's not in the immediate future.

What else are you doing outside of the comics field?

I just finished a lenticular 3-D display for point of purchase in video stores for ***Ghostbusters II*** when it goes on sale. A lenticular display is one that you look at without glasses. This sort of 3-D has been seen on the Rolling Stones' album ***Her Satanic Majesty's Request***, for example. This ***Ghostbusters II*** display is a 3-D conversion I produced and had manufactured for RCA Columbia Home Video. It is one example of the way that I work with 3-D in different arenas. I have also produced 3-D slide shows for Kay Jewelers, I've produced a 3-D video tape, a dual-band video tape that is a twin-image system for Nippon Telegraph and Telephone in Japan.

For this ***Ghostbusters II*** conversion I produced a physical model that was photographed with a movie camera; over a hundred frames were integrated into the finished product.

CNN has a 3-D display that can be seen in a number of airport terminals across the country; is this the same sort of 3-D?

No, that's a barrier-grid 3-D conversion. Barrier grid 3-D is a different form; that takes about twelve different views of the subject which are then integrated with the vertical lines. With the display I've done, it's a hundred different frames, so the 3-D is much more sophisticated.

Back to comics: is it hard to produce quality 3-D? Do you have to follow the project through every phase?

3-D requires a commitment; it takes a level of passion to produce that excellence. It's not an easy or quick process. When it's done with commitment, it can really work. I'm always having to work with my printer carefully; I have to optimize the printing of the 3-D image. Once I find a printer, I keep him because I've trained him and I know he can deliver the sort of quality that I want.

A lot of the people doing 3-D today learned it from me. I produced the first eight 3-D books that Blackthorne published; they, at this point, are my only competitor. It's not a hostile competition, though. I'm good friends with Steve Schanes. He took the 3-D ball after that and ran with it. There are other people who attempt to compete with me in advertising, but not in comics.

I do two to three projects every month in other arenas; a lot of times they involve comic imagery. I did a Christmas 3-D comic for a prop house named Modern Props; it was ***Santa in Crisis***, a 16-page comic in 3-D. I've done 3-D treatments of products ranging from adhesives to insecticides. I make a lot more money off the non-comics work than I make from the comics. The lion's share of my receivables come from arenas other than comics. I do the comics because I love them; often they are break-even projects, but I am committed to taking the artwork that I love and giving it dimension.

Do you have any 3-D "dream projects" you hope to someday work on?

I've been fortunate in being able to work on a succession of personal dream projects, from the ***Spirit*** to Alex Raymond's ***Flash Gordon***. A dream project that I *will* realize son will be the world's first *all-color* 3-D comic. IT will be readable and viewable without glasses, but with glasses it will have a 3-D effect. It will anaglyphic, which is the formal name for the red-blue effect. The book that I've selected to showcase with full color 3-D is ***Space Detective #1*** by Wally Wood.

You've recently branched into 3-D t-shirts as well. How has the response for the shirts been?

The 3-D t-shirt market is developing very well. People love t-shirts. They love the look of 3-D even without the glasses. Some people don't see 3-D even with the glass-

CSN SPOTLIGHT

es, by the way. You have to develop visual muscles to enjoy 3-D.I will be producing a lot more visual 3-D T-shirts and some non-3-D t-shirts as well. The LB Cole cover will be a color T-shirt. We'll also be doing a few more posters, but there will be more t-shirts because the t-shirts sell just as well as the posters. There's viewability as well; a lot of people see the 3-D t-shirts when collectors wear them, and that increases the visibility of 3-D.

Do you have any other unusual 3-D projects in the works?

I'm planning on bringing out a Basil Wolverton record which will have a 3-D sleeve with an unpublished Basil Wolverton drawing; it will be pressed on color vinyl. The record will have some ukulele playing and singing by Wolverton, as well as some excerpts from a radio show he did in Portland, Oregon in the late 1940's; this came through Glen Brey, who has published Wolverton material--he's supplying the unpublished artwork--and Monte Wolverton, Basil's son, who lives in Pasadena. I'm going to be doing a *Monster 3-D Baseball Card* series; it features original art by a Los Angeles artist who specializes in offbeat baseball images. 3-D Zone will be publishing it, getting into the 3-D card market.

I will also be producing some *Baseball 3-D* comics and a *Babe Ruth 3-D poster,* featuring perhaps the only image of Babe Ruth in 3-D. I'm doing a four-color series of cards of LB Cole covers; these *won't* be 3-D. There will also be numerous 3-D postcards available from 3-D Zone in the future.

Recently, you published Zomoid Illustories, which was a bit of a departure for *The 3-D Zone.*

Yes, ***Zomoid Illustories*** was just publisheu in 2-D. Zomoid is a small press publishing effort which I invited artists of all kinds to produce either a 4-page or an 8-page work specifically without commercial or artistic restraints. So far, 56 of them have been produced. They are in 3 basic formats; the so-called digest size, the "Tiajuana bible" size (8.5 11 folded twice) and mini-size. They range form the outrageously obscure to the gustily outrageous. I will be continuing to publish Zomoids, usually running about a hundred or two hundred on a xerox machine; the only payment the creators receive is copies of the book.

I don't know if I'll offer them in future issues of ***Zomoid Illustories*** or not. The one reader who wrote to me in admitted bafflement of some of the art. The book did all right for us because of the popularity of contributors such as Petter Bagge and Carol Lay and Robert Williams, but I don't know if that success would continue.

I'm planning to do a 3-D history book for 1990. This will be a history of 3-D comics and art; it will touch on tv and movies, of course, but it will be devoted mainly to the history of comics and art conversions. I envision this as a trade paperback size book with numerous illustrations. Distributors are encouraging me to offer black-plastic-framed 3-D glasses, a more durable set of 3-D glasses for fans who regularly enjoy 3-D material; I'm considering offering these through comic shops. I'm also developing 3-D clips-ons for people who are already wearing glasses. Most 3-D fans are devoted enough to their 3-D interests that they want something more permanent than cardboard 3-D glasses.

No 3-D prescription glasses yet, huh?

No, not yet--but give me a little while!...

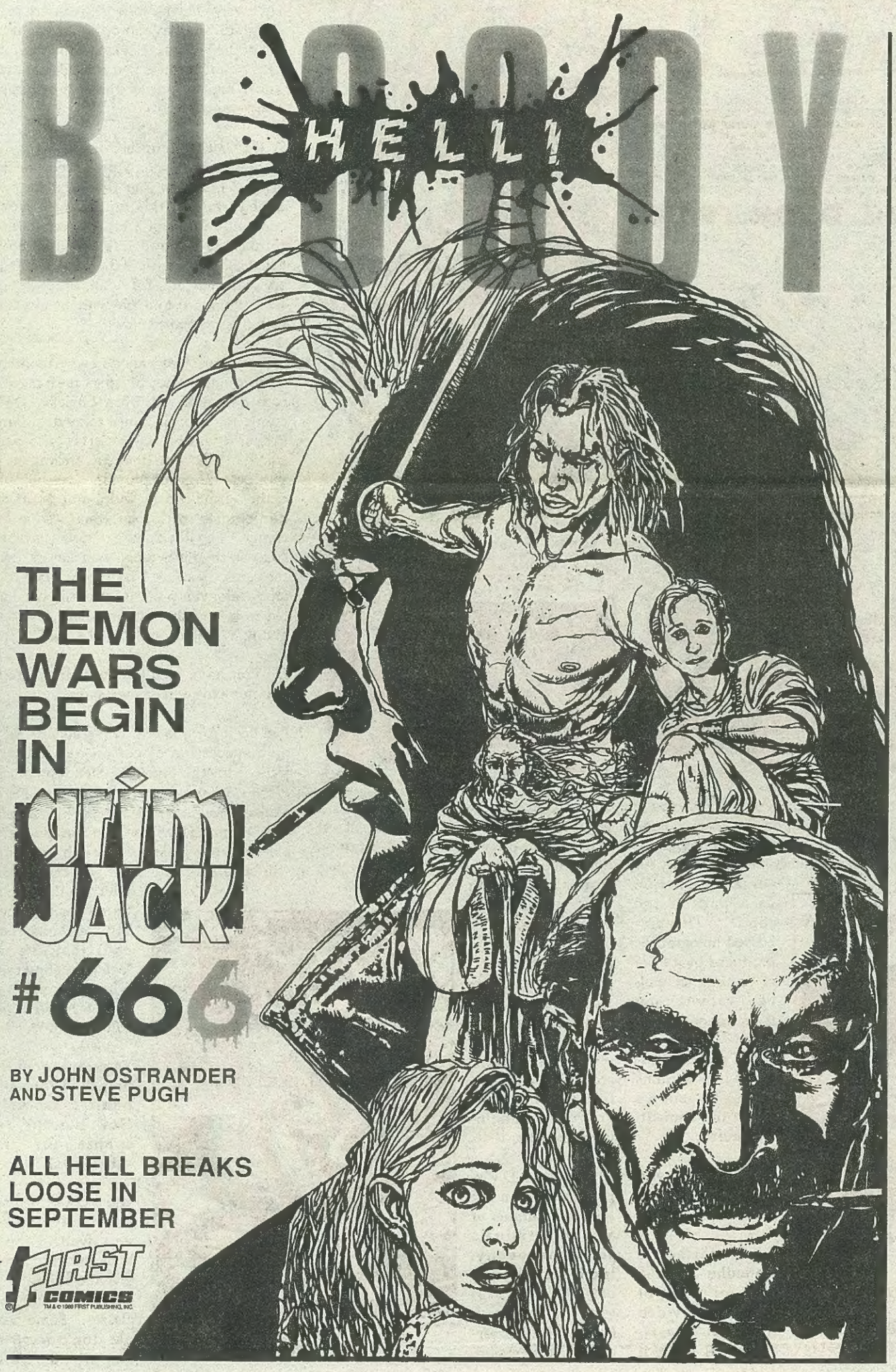
How 3-D Works:

Since we see with two eyes, the brain receive two slightly different images. It combines them and the result gives us our depth perception. For a practical example of this, go outside or stand at the end of a room. Now extend your arm out straight and hold up a finger so that it is directly in front of your nose. Without moving your hand, close one eye and observe where your finger is in relation to everything else before you. Now switch which eye is open and notice that your finger has "moved."

In creating 3-D comics, the object is to recreate these two slightly different images of the same picture. By printing the images in red and blue to correspond with the red and blue lenses of the 3-D glasses, each eye sees the slightly altered images and this tricks the brain into perceiving depth. Moving the blue to the right brings objects foward.

Remember that you need the special 3-D glasses in order for the 3-D illustrations and cover for this issue to work. Your retailer may have spare glasses available, or you can always get a pair by picking up one of the many 3-D comics available.

by WARD BATTY



CSN QUICKLIST

The upcoming comics quicklist is a listing of scheduled titles and the dates that they should arrive in comics shops across the country. That doesn't mean that the books will always be in your shop on the date listed: some publishers ship from different parts of the country, and the farther away the publisher is from your local comic shop, the longer it will take the books to get to you.

Each entry presents the title and number of the book, followed by the release date; if a title doesn't have a scheduled release date, we don't give you a date. After that is the Publisher of the comic and the price. This quicklist presents the titles that are supposed to ship during the rest of September. A complete checklist of titles due in October will appear in ***CSN 119.***

❑***Adventures of Superman 460*** 9/28 DC $1
❑***Akbar & Jeff's Guide to Life TPB*** Pantheon $6.95
❑***Akira 13*** 9/28 Marvel $3.50
❑***Albedo Novel 1*** Thoughts & Images $6
❑***Alf 23*** 9/14 Marvel $1
❑***Aliens II 2*** Dark Horse $2.25
❑***Alpha Flight 78*** 9/14 Marvel $1.50
❑***Amazing Spider-Man 326*** 9/14 Marvel $1
❑***Animal Man 17*** 9/28 DC $1.50
❑***Appleseed: Book Three 2*** 9/28 Eclipse $2.75
❑***Armor 9*** Continuity $2
❑***Astonish! 5*** Wehner $2
❑***Avengers 311*** 9/21 Marvel $1
❑***Avengers Spotlight 26*** 9/17 Marvel $1
❑***Batman 441*** 9/28 DC $1
❑***Bell's Theorum 3: Contact*** Catalan $10.95
❑***Betty's Diary 30*** 9/21 Archie .95
❑***Big Black Kiss 1*** Vortex $3.75
❑***Blackhawk 8*** 9/28 DC $1.50
❑***Blind Fear 4*** Eternity $1.95
❑***Brenda Starr, Girl Reporter TPB*** Eternity $10
❑***Caliber Presents 5*** Caliber $1.95
❑***Captain Thunder & Blue Bolt 12*** Hero $1.95
❑***Casper & Spooky 11*** Harvey $1
❑***Cerebus Bi-Weekly 22*** Aardvark-Vanaheim $1.25
❑***Cerebus Bi-Weekly 23*** Aardvark-Vanaheim $1.25
❑***Checkmate 22*** 9/28 DC $1.50
❑***Classic X-Men 41*** 9/28 Marvel $1.25
❑***Complete Johnny Comet TPB*** 9/14 Eclipse $14.95
❑***Complete Pogo Comics Volume 1*** 9/21 Eclipse $7.95
❑***Conan 226*** 9/21 Marvel $1
❑***Conan Saga 32*** 9/28 Marvel $2.25
❑***Critters 45*** Fantagraphics $2
❑***Damage Control II 1*** 9/28 Marvel $1
❑***Dark Horse Presents 35*** Dark Horse $1.95
❑***Delta Tenn 11*** Big City $1.50
❑***Destroyer 2*** 9/21 Marvel $2.25
❑***Detective 608*** 9/28 DC $1
❑***Dick Tracy Weekly 103*** Blackthorne $2.50
❑***Dick Tracy Weekly 104*** Blackthorne $2.50
❑***Doc Savage 14*** 9/14 DC $2
❑***Doctor Strange 11*** 9/28 Marvel $1.50
❑***Donald Duck 277*** Gladstone .95
❑***Doom Patrol 28*** 9/28 DC $1.50
❑***Downtime GN*** 4Winds $8.98
❑***Dragonlance 13*** 9/21 DC $1.50
❑***Dragonstar GN*** Caliber $14.95
❑***Dreadstar 50*** 9/14 First $3.95
❑***E-Man 1*** 9/28 Comico $2.75
❑***Edge 4*** Greater Mercury $2
❑***El Diablo 4*** 9/21 DC $1.50
❑***Electric Undertow 1*** 9/14 Marvel $3.95
❑***Elementals 7*** 9/12 Comico $2.50
❑***Excalibur 16*** 9/21 Marvel $1.50
❑***Fantastic Four 334*** 9/28 Marvel $1
❑***Firestorm 91*** 9/14 DC $1
❑***Firkin the Cat 1*** Last Gasp $2.50
❑***Fission Chicken 2*** Fantagraphics $2
❑***Flash 32*** 9/14 DC $1
❑***Forgotten Realms 4*** 9/21 DC $1.50
❑***Gammarauders 9*** 9/14 DC $2
❑***GI Joe 94*** 9/21 Marvel $1
❑***Grimjack 66*** 9/14 First $1.95
❑***Grips 1*** Greater Mercury $2
❑***Gun Fury 9*** Aircel $1.95
❑***Hawk & Dove 6*** 9/21 DC $1
❑***Headless Horseman 2*** Eternity $2.25
❑***Hellblazer 24*** 9/21 DC $1.50
❑***How Sluggo Survives TPB*** Kitchen Sink $7.95
❑***Huntress 8*** 9/14 DC $1
❑***Incredible Hulk 363*** 9/21 Marvel $1
❑***Iron Man 250*** 9/28 Marvel $1.50
❑***Jazz Age Chronicles 5*** EF Graphics $1.50
❑***Judge Dredd's Crime File 3*** Quality $9.95
❑***Jughead 15*** 9/14 ARchie .95
❑***Jughead Jones Digest 60*** 9/14 Archie $1.50
❑***Justice League America 32*** 9/14 DC $1
❑***Krazy & Ignatz: Komplete Kat Komiks 5*** 9/14 Eclipse $9.95
❑***Laugh 18*** 9/14 Archie .95
❑***Law of Dredd 6*** Quality $1.50
❑***Lea: The Confessions of Julius Antoine 1*** Fantagraphics $9.95
❑***LEGION '89 10*** 9/28 DC $1.50
❑***Legion of Super-Heroes Great Darkness Saga TPB*** 9/28 DC $17.95
❑***Legion X-2 2*** Greater Mercury $2
❑***Longshot TPB*** 9/14 Marvel $16.95
❑***Lt. Blueberry 2: Ballad For a Coffin GN*** 9/21 Marvel $14.95
❑***Mai the Psychic Girl GN 4*** 9/28 Viz $16.95
❑***Manhunter 19*** 9/14 DC $1
❑***Marvel Age 82*** 9/21 Marvel .75
❑***Marvel Comics Presents 37*** 9/21 Marvel $1.25
❑***Marvel Masterworks 9: Avengers*** 9/28 Marvel $29.95
❑***Marvel Tales 231*** 9/21 Marvel $1
❑***Marvel Universe Update 7*** 9/14 Marvel $1.50
❑***Mayhem 4*** Dark Horse $2.50
❑***MAZE Agency 8*** Innovation $1.95
❑***Mickey Mouse 254*** Gladstone .95
❑***Mickey Rat 4*** Last Gasp $2.50
❑***Mister Miracle 10*** 9/21 DC $1
❑***Moon Knight 8*** 9/28 Marvel $1.50
❑***Mr. X 6*** Vortex $2
❑***Mysterious Traveller GN*** 9/28 Eclipse $9.95
❑***The 'Nam 38*** 9/28 Marvel $1.50
❑***Nausicaa of the Valley of Wind Book II 1*** 9/28 Viz $2.95
❑***New Archies Digest 8*** 9/14 Archie $1.50
❑***New Legion of Super-Heroes 1*** 9/14 DC $1.75
❑***New Mutants 83*** 9/14 Marvel $1
❑***New Titans 60*** 9/21 DC $1.75
❑***Newstralia 3*** Innovation $1.95
❑***Nexus Legends 9*** 9/21 First $1.50
❑***Nightbreed 1*** 9/28 Marvel $1.95
❑***Nino-Visions 1*** Innovation $8.95
❑***Northguard Book Two 1*** Caliber $1.95
❑***Nth Man 6*** 9/14 Marvel $1
❑***Photo-Journal Guide to Comic Books HC*** Gerber $145
❑***Police Academy 3*** 9/21 Marvel $1
❑***Post Brothers 16*** Vortex $2
❑***Power of the Atom 18*** 9/28 DC $1
❑***Punisher 27*** 9/21 Marvel $1
❑***Punisher War Journal 12*** 9/28 Marvel $2.25
❑***Quasar 4*** 9/14 Marvel $1
❑***Realm 20*** Caliber $1.95
❑***Revengers 9*** Continuity $2
❑***Richie Rich 244*** Harvey $1
❑***Roachmill 7*** Dark Horse $1.75
❑***Robotech II: The Malcontent Uprisings 2*** Eternity $1.95
❑***Robotech II: The Sentinels 10*** Eternity $1.95
❑***Robotech II: The Sentinels HC*** Eternity $20
❑***Roger Rabbit: Resurrection of Doom GN*** 9/21 Marvel $8.95
❑***Rogue Trooper 36*** Quality $1.50
❑***Sable 23*** 9/28 First $1.95
❑***Samuree 9*** Continuity $2
❑***Sandman 11*** 9/28 DC $1.50
❑***Savage Sword of Conan 167*** 9/14 Marvel $2.25
❑***Scimidar Book I TPB*** Eternity $9.95
❑***Score 1*** 9/21 Piranha $4.95
❑***Shadowmasters 3*** 9/21 Marvel $3.95
❑***SHIELD 5*** 9/21 Marvel $1.50
❑***Shuriken: Cold Steel 3*** Eternity $1.95
❑***Silver Surfer 31*** 9/21 Marvel $1.50
❑***Sleeze Brothers 3*** 9/14 Marvel $1.75
❑***Spectacular Spider-Man 158*** 9/28 Marvel $1
❑***Spicy Tales 12*** Eternity $2.25
❑***Spirit 59*** Kitchen Sink $2
❑***Squalor 2*** 9/21 First $2.75
❑***Star Blazers 5*** 9/21 Comico $2.50
❑***Star Trek 2*** 9/21 DC $1.50
❑***Star Trek: The Next Generation 2*** 9/28 DC $1.50
❑***Starman 16*** 9/28 DC $1
❑***Stormwatcher 4*** 9/21 Eclipse $2
❑***Straw Men 3*** Innovation $1.95
❑***Superman 37*** 9/21 DC .75
❑***Swamp Thing 90*** 9/28 DC $1.50
❑***Team Nippon 4*** Aircel $1.95
❑***Teenage Mutant Ninja Turties 25*** Mirage $1.75
❑***Thor 411*** 9/28 Marvel $1
❑***Three Stooges 3-D 4*** 9/14 Eclipse $3.50
❑***3-D Zone 24: 3-D War*** 3-D Zone $2.50
❑***Thrilling Science Tales 1*** AC $3.50
❑***Toyboy 10*** Continuity $2
❑***Transformers 60*** 9/28 Marvel $1
❑***Trouble With Girls 7*** Eternity $1.95
❑***2000 AD 39*** Quality $1.50
❑***Unknown Soldier 11*** 9/14 DC $1.75
❑***Veronica 5*** 9/21 Archie .95
❑***Walking Dead 1*** Aircel $2.25
❑***Wally Wood Sketchbooks TPB*** 9/28 Eclipse $9.95
❑***Warlock Five Book II 4*** Aircel $2
❑***What If? 7*** 9/21 Marvel $1.25
❑***Whisper 32*** 9/14 First $1.95
❑***Wonder Woman 36*** 9/17 DC $1
❑***X-Factor 48*** 9/28 Marvel $1
❑***X-Men: Days of Future Past TPB*** 9/14 Marvel $3.95
❑***Yarn Man 1*** Kitchen Sink $2
❑***Young All-Stars 31*** 9/14 DC $1.75

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Have you seen anything in this issue of ***Comic Shop News*** that you can't live without? Make sure you don't miss it; clip this handy coupon and write down the things that you want you comics shop owner to be sure to get for you!

Name_____

Address _____

_____

Phone _____

I gotta have 'em! Please reserve for me the following items mentioned in ***Comic Shop News!***

_____

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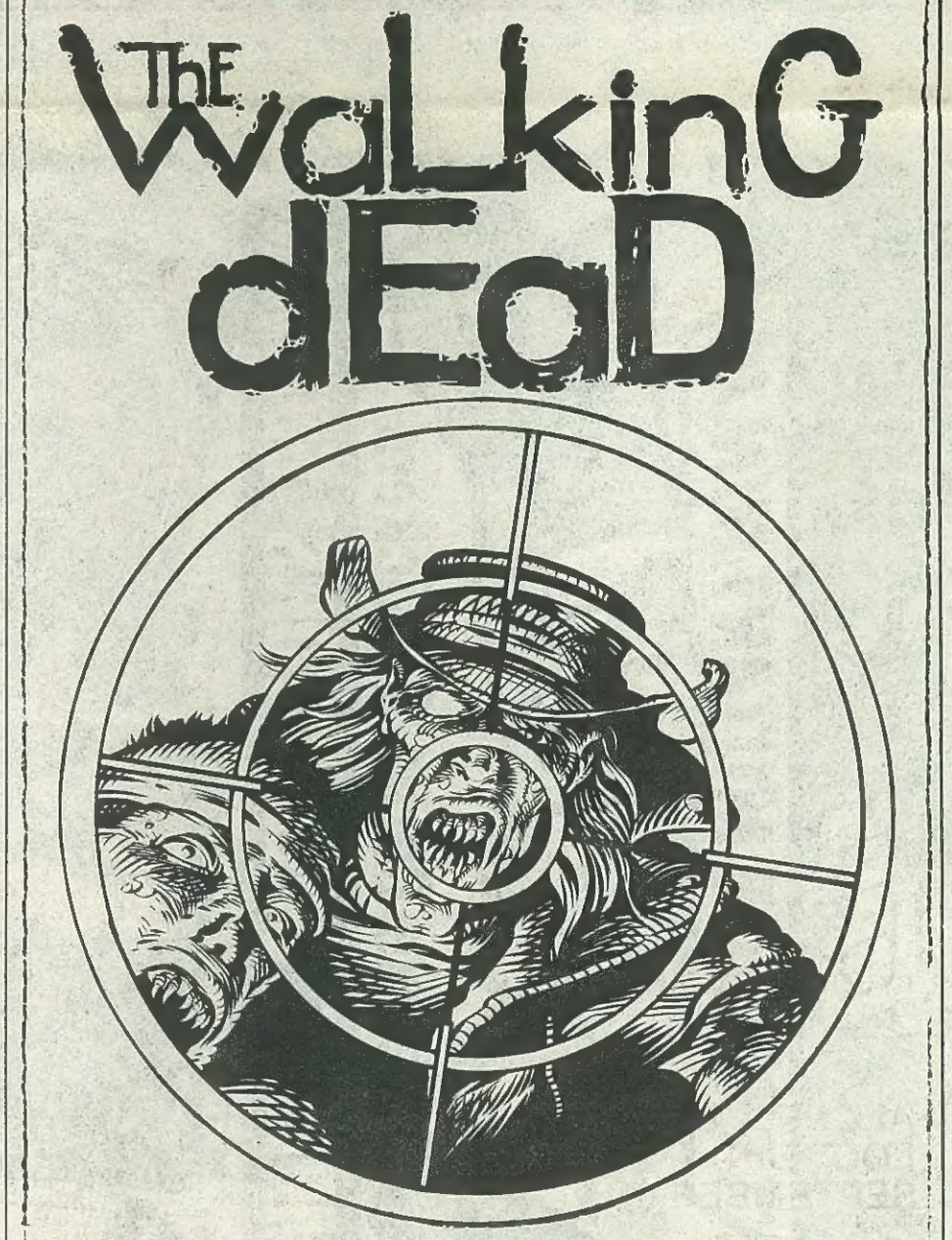
Be sure to give this to your retailer. **Do not send it to *CSN!*** Your comics shop will make every effort to get the items you want; some items may require a down payment before your shop owner can get them for you; be sure to ask!



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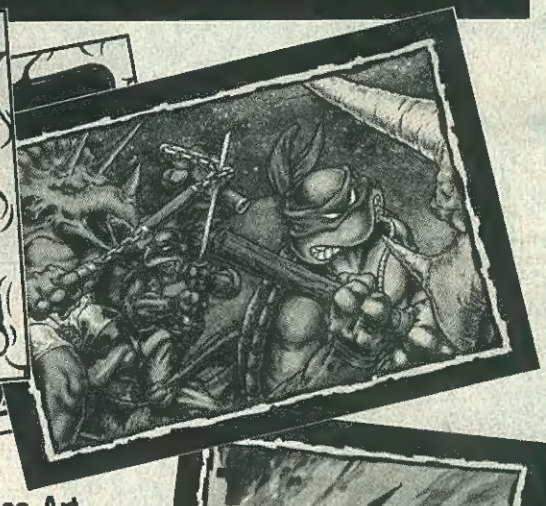

SPECIAL FEATURES INCLUDE

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